

AMENDMENTS

Please amend the present application as follows:

Claims

The following is a copy of Applicants' claims that identifies language being added with underlining ("____") and language being deleted with strikethrough ("_____"), as is applicable:

1. (Currently amended) A method for processing OpenGL display list commands issued by a client, comprising:
providing a daemon and an OpenGL stack;
intercepting display list commands issued by the client to the stack;
responsive to an intercepted newList, ~~list commands~~ endList command sequence:
storing, in the daemon, a representation of a first subset of the list commands; and
creating, in the stack, a display list corresponding to a second subset of the list commands; and
responsive to an intercepted callList command, causing the daemon to issue to the stack:
at least one immediate mode command corresponding to the first subset of the list commands; and
at least one callList command invoking the display list corresponding to the second subset of the list commands.

2. (Currently amended) The method of claim 1, further comprising:
responsive to the intercepted newList, [list commands] endList command sequence:
storing, in the daemon, a representation of an expression or function; and
responsive to the intercepted callList command, causing the daemon to:
evaluate the expression or function; and
depending on the value of the expression or function, conditionally
change the step of invoking the display list.
3. (Original) The method of claim 2, wherein:
creating the display list comprises creating plural display lists corresponding to different
levels of detail;
evaluating the expression or function yields a level of detail indicator; and
conditionally changing the step of invoking the display list comprises invoking, from
among the plural display lists, the one display list whose level of detail
corresponds to the level of detail indicator.
4. (Original) The method of claim 2, wherein:
evaluating the expression or function yields a visibility indicator; and
conditionally changing the step of invoking the display list comprises invoking or not
invoking the display list depending on the value of the visibility indicator.
5. (Original) The method of claim 4, wherein:
the visibility indicator represents whether a pre-defined bounding volume intersects a
viewing volume.

6. (Currently amended) Apparatus for processing OpenGL display list commands issued by a client, comprising:
 - daemon logic and an OpenGL stack;
 - means for intercepting display list commands issued by the client to the stack;
 - means for responding to an intercepted newList, ~~{list commands}~~ endList command sequence, comprising:
 - means for storing, in the daemon, a representation of a first subset of the list commands; and
 - means for creating, in the stack, a display list corresponding to a second subset of the list commands; and
 - means for responding to an intercepted callList command by causing the daemon to issue to the stack:
 - at least one immediate mode command corresponding to the first subset of the list commands; and
 - at least one callList command invoking the display list corresponding to the second subset of the list commands.

7. (Currently amended) The apparatus of claim 6, further comprising:
 - means for responding to the intercepted newList, ~~{list commands}~~ endList command sequence by storing, in the daemon, a representation of an expression or function; and
 - means for responding to the intercepted callList command comprising:
 - means for evaluating the expression or function; and
 - means for, depending on the value of the expression or function, conditionally changing the step of invoking the display list.

8. (Original) The apparatus of claim 7, wherein:
the means for creating the display list comprises means for creating plural display lists corresponding to different levels of detail;
the means for evaluating the expression or function yields a level of detail indicator; and
wherein
conditionally changing the step of invoking the display list comprises invoking, from among the plural display lists, the one display list whose level of detail corresponds to the level of detail indicator.

9. (Original) The apparatus of claim 7, wherein:
the means for evaluating the expression or function yields a visibility indicator; and
wherein
conditionally changing the step of invoking the display list comprises invoking or not invoking the display list depending on the value of the visibility indicator.

10. (Original) The apparatus of claim 9, wherein:
the visibility indicator represents whether a pre-defined bounding volume intersects a viewing volume.

11. (Currently amended) A storage medium comprising program Program code

embodied in a storage or transmission medium which, when executed by one or more processing devices, implements a method for processing OpenGL display list commands issued by a client, the method comprising:

providing a daemon and an OpenGL stack;

intercepting display list commands issued by the client to the stack;

responsive to an intercepted newList, {list commands} endList command sequence:

storing, in the daemon, a representation of a first subset of the list commands; and

creating, in the stack, a display list corresponding to a second subset of the list commands; and

responsive to an intercepted callList command, causing the daemon to issue to the stack:

at least one immediate mode command corresponding to the first subset of the list commands; and

at least one callList command invoking the display list corresponding to the second subset of the list commands.

12. (Currently amended) The storage medium program code of claim 10, wherein the method further comprises:

responsive to the intercepted newList, [list commands] endList command sequence:

storing, in the daemon, a representation of an expression or function; and

responsive to the intercepted callList command, causing the daemon to:

evaluate the expression or function; and

depending on the value of the expression or function, conditionally

change the step of invoking the display list.

13. (Currently amended) The storage medium program code of claim 12, wherein:

creating the display list comprises creating plural display lists corresponding to different

levels of detail;

evaluating the expression or function yields a level of detail indicator; and

conditionally changing the step of invoking the display list comprises invoking, from

among the plural display lists, the one display list whose level of detail corresponds to the level of detail indicator.

14. (Currently amended) The storage medium program code of claim 12, wherein:

evaluating the expression or function yields a visibility indicator; and

conditionally changing the step of invoking the display list comprises invoking or not

invoking the display list depending on the value of the visibility indicator.

15. (Currently amended) The storage medium program code of claim 14, wherein:

the visibility indicator represents whether a pre-defined bounding volume intersects a

viewing volume.